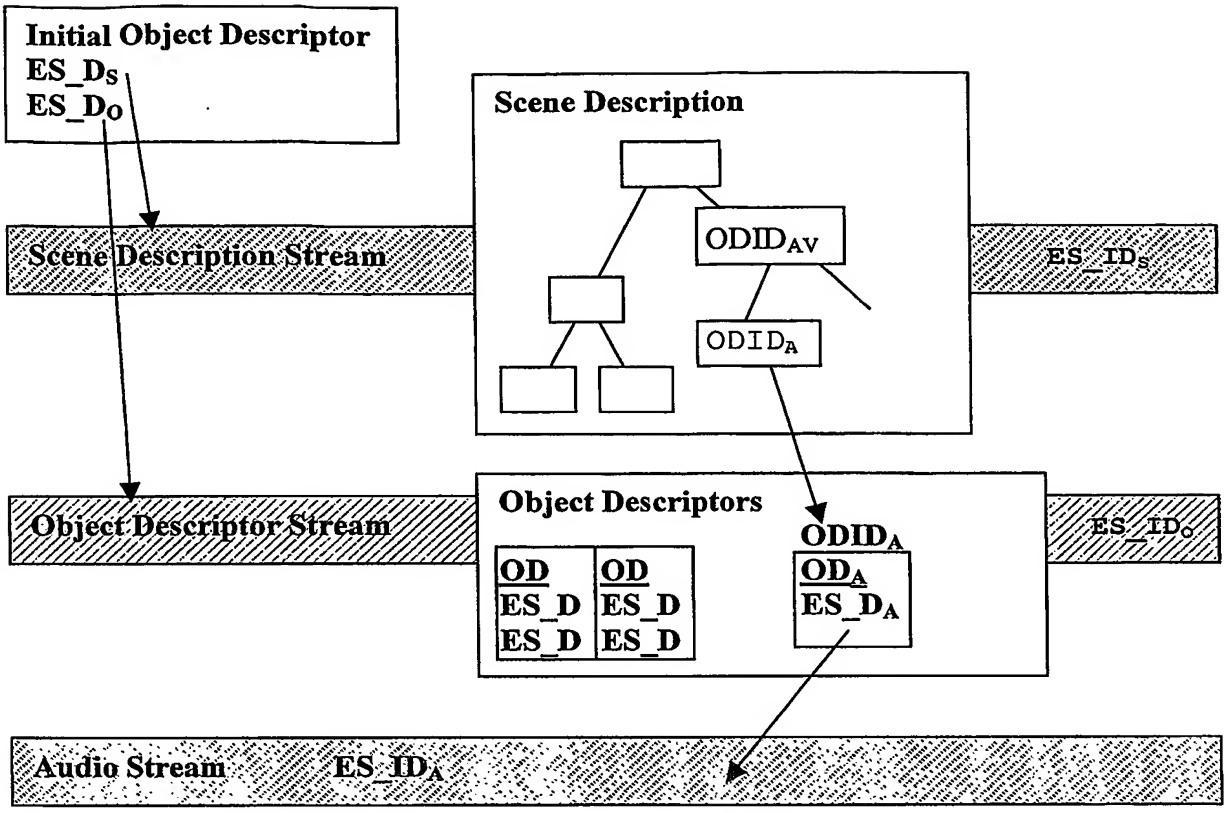
Initial Object Descriptor
ES_DS
ES_DO
Scene Description
ODIDAV
ODIDA
Scene Description Stream
ES_IDS
Object Descriptors
ODIDA
ODA
ES_DA
OD
ES_D
ES_D
OD
ES_D
ES_D
Object Descriptor Stream
ES_IDO
Audio Stream
ES_IDA

Fig.1

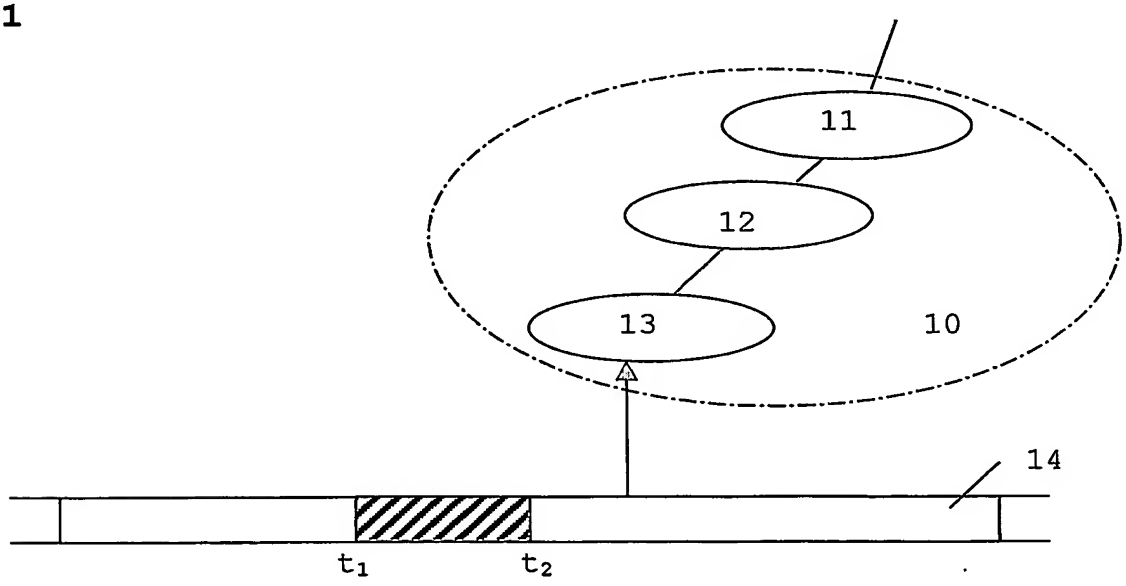
11
12
13
10
14
t1
t2

Fig.2

AdvancedAudioBuffer
{

Field type	Data type	Name	Default	Range
ExposedField	SFBool	Loop	FALSE	
ExposedField	SFFloat	Pitch	1.0	
ExposedField	SFTime	StartTime	0	
ExposedField	SFTime	StopTime	0	
ExposedField	SFTime	StartLoadTime	0	
ExposedField	SFTime	StopLoadTime	0	
ExposedField	SFInt32	LoadMode	0	>=0
ExposedField	SFInt32	NumAccumulatedBlocks	0	>=0
ExposedField	SFInt32	DeleteBlock	0	<=0
ExposedField	SFInt32	PlayBlock	0	<=0
ExposedField	MFNode	Children	[]	
ExposedField	SFInt	NumChan	1	
ExposedField	MFInt	PhaseGroup	[1]	
ExposedField	SFFloat	Length	0.0	
EventOut	SFTime	Duration_changed		
EventOut	SFBool	isActive		

}

Fig.3